Computing

Intent

At South Ascot Village School, we want pupils to be independent, confident users of technology, taking an active role in their learning. Each passing year, it is clear that technology is universally important and will play a significant role influencing pupils' lives as they grow older. Within Computing lessons across the school, we aim to model and educate our pupils on how to use technology in a safe and positive manner whilst being proactive with their learning. When teaching Computing, students are equipped with the skills required to use computers effectively to enable them to reach their potential. To aid development in Computing, we deploy teaching strategies lead by the Purple Mash scheme of work that promotes the following areas linked to our 'Behaviours for Learning':

- Resilience and determination during each lesson (fish),
- Independent, hands-on learning (butterfly),
- Chances to use critical, analytical thinking (owl),
- Improving communication skills both online and offline (bee),
- Taking opportunities to engage in cross-curricular learning (spider),
- Encourage students to ask challenging questions (cat),
- Applying problem-solving skills (monkey).

We intend on delivering a curriculum which encourages the love of learning from an IT perspective for all students, whilst showing clear progression of skills year on year. We want our pupils to understand that there is always a choice when accessing technology, and as a school, in particular with 'social media' and Microsoft Teams - we aim to model positive use. We understand that preventative methods of online and social media misuse can be addressed through education, embedded within our school values of being a community and being kind to one another ('Together We Have Strength'). We recognise that Computing unlocks modern methods for children to be inquisitive individuals and that it provides students with a unique chance to show off their creativity compared to conventional methods. We understand that opportunities to access hardware and software (as well as unplugged resources), either in school or from home, provides equality for all children and our Computing curriculum will aim to create a cohort of computer-skilled scientists by the time the students leave South Ascot Village School. We encourage our staff to immerse Computing within other lessons to make learning cross-curricular, creative and accessible to all. By the time students leave South Ascot Village School, we aim for children to become confident users of technology – and in particular, computers – as well as responsible digital citizens who are ready to meet the challenges of secondary school and beyond.

Implementation

From Year 1 upwards, the children are designated the equivalent of one hour a week of Computing lessons. This may be done in blocks of set sessions or on a set timetable each week at the teacher's discretion. We use Purple Mash as a cohesive scheme of work addressing the statutory aspects of the National Curriculum. Our pupils are set a relevant, challenging continuation of age-related skills and knowledge for their own year groups.
By the end of Key Stage 2, pupils will be taught to:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems (solving problems by decomposing them into smaller parts),
- Use sequence, selection and repetition in programs and to work with variables and various forms of input and output (by generating appropriate inputs and predicted outputs to test programs),
- Use logical reasoning to explain how a simple algorithm works and to detect and correct errors in algorithms and programs,
- Understand computer networks including the internet as well as how they can provide multiple services, such as the world-wide web (and the opportunities they offer for communication and collaboration),
- Describe how internet search engines find and store data and use search engines effectively (whilst being discerning in evaluating digital content),
- Respect individuals and intellectual property,
- Use technology responsibly, securely and safely,
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating, and presenting data and information.

Impact

At South Ascot Village School, children of all ages are encouraged to enjoy and value the curriculum that is delivered. Students should be asked – and asking - probing questions that develop deeper, more critical thinking. They should consider the 'why' as well as the 'how' to explore the depth of each objective within a stimulating environment that encourages children to discuss, reflect and appreciate the impact that Computing has on their learning, development and wellbeing. Finding the right balance with technology is key to an effective education and a healthy lifestyle (with a special consideration given to social media usage). The way that we implement Computing across subjects helps children realise the need for the right balance and it is one they can build on in their next stage of education and beyond. Each lesson, we encourage regular discussion between staff and pupils to enhance understanding of given topics. The way pupils showcase, share and publish their work across all subjects will best show the impact of our curriculum. We look for positive impact

through observing learning regularly and reviewing pupil's digital skills through tools across Purple Mash and beyond (for instance, Microsoft Office and Microsoft Teams). Progress of our Computing curriculum is measured through outcomes and the record of coverage through work saved in pupils' personal document folders and saved 'to do' content electronically, be it on Purple Mash or in the 'Student Shared' folder on the school network.